Contemporary Peer Code Review Practices in Research Software

Oak Ridge November 8, 2019 Jeffrey C. Carver University of Alabama



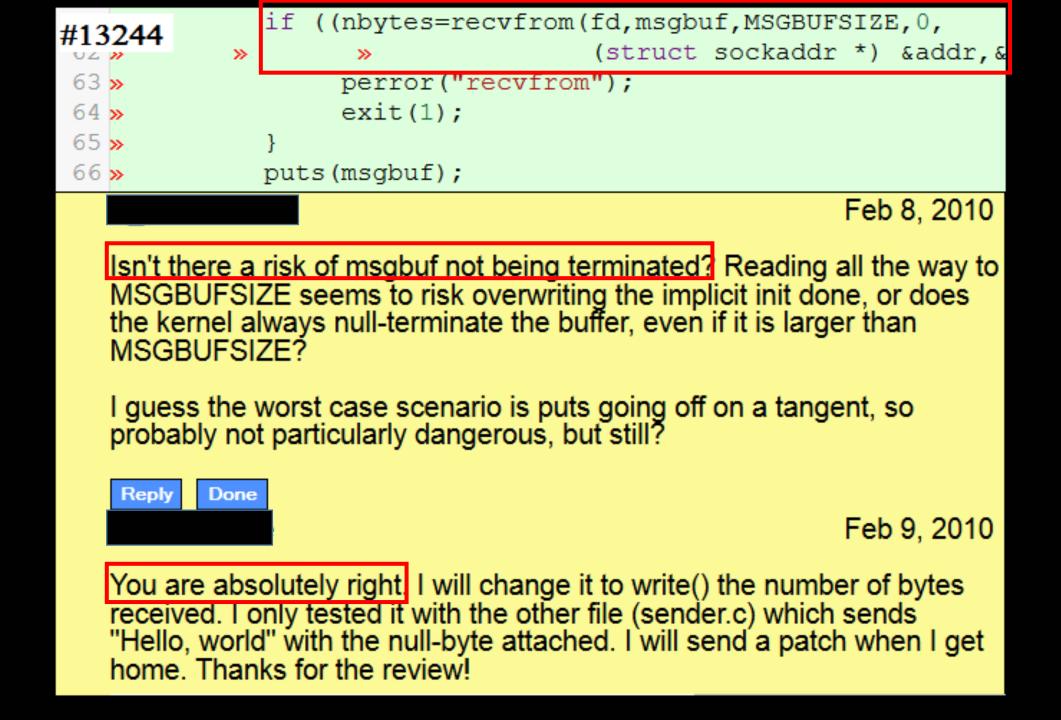
```
// file: IVR.CPP
  void IVR()
1 {
2
         //press 1 for account balance, 2 for last transaction,
3
          //3 for last statement, any other for operator
4
         play prompt();
5
6
         int key_pressed= get_user_choice();
7
         if(key_pressed ==1)
8
9
10
                play account balance();
11
                                               Assignment operator
12
         else if(key_pressed =2)
13
                                              instead of comparison
14
                play last transaction();
15
16
         }
17
         else if(key_pressed ==3)
18
19
                play_last_statement();
20
21
         else transfer to operator();
22
```



Do you think only novice developers make these mistakes?

#define CDMA_SUBSCRIPTION_SOURCE_NV 0	80
#define CDMA_SUBSCRIPTION_SOURCE_RUIM 1	81
	82
Sep 13, 2010	
the functions below operate on an AModem object, so should be named amodem switch technology(),	
amodem_set_cdma_xxxx	
Reply Reply 'Done'	
Sep 23, 2010	
Done	
Reply Reply 'Done'	
static const char* switchTechnology(AModem modem, AModemTech newtech, int32_t newpreferred),	83
<pre>static int set_cdma_subscription_source(AModem modem, ACdmaSubscriptionSource ss);</pre>	84
<pre>static int set_cdma_prl_version(AModem modem, int prlVersion);</pre>	85
	86

if (noMedia) {		478
// In case the file is known and now is under a		479
// .nomedia folder mark as not seen in order to		480
<pre>// be removed from files table in the post scan.</pre>		481
if (entry != null && noMedia) {		482
	Jan 15, 2012	
Isn't '&& noMedia' redundant? noMedia can only be true inside the if block.		
Reply Reply 'Done'		
	Jan 16, 2012	
Thanks My bad :D		
Reply Reply 'Done'		
<pre>entry.mSeenInFileSystem = false;</pre>		483
		484
		404
} return null;		485
<pre>} return null; }</pre>		



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55	»))	»>	\$html .=	= Linker:	::link(
56		»	»	3) ()	»>	SpecialPage	e::getTitleFor('ArticleFeedback	/5', \$record[0]->p
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https://twitter.com/noeabarcam/ status/394749401283190784 You might be an Internet 'solopreneur', a lone wolf who writes, edits, formats, checks and publishes your own content. Or you might work for a company website, either as a content creator or as a production editor, sub-editor or editor - the person in charge of quality control and tasked to edit/proofread work produced by your colleagues.

Not you? Maybe you want to self-publish a book on Amazon, check through a student essay or thesis, perhaps error-check a company report? Maybe you're involved in creating a brochure, newsletters, business cards, product packaging or signs? Not you either? What about sending an email, posting a Tweet or updating Facebook? They all involve words. Is everything you've typed recently correct? Are you certain?

You might not have a proofreading process. Or you might be already be actively proofreading and want to get better at it.

And forgotten If you publish or print words of any kind, you won't want any mistakes to slip through. You want to ensure that what you produce is the best that it can be. This is especially true if you are printing anything. Mistakes on the web can be corrected. You don't have that luxury with print. Print has permanency. Just think how you'd feel if you'd been the sign writer who painted 'SHCOOL' in big white letters on the road when you meant to spell 'SCHOOL'. Or that you'd given the OK to a sign that read 'DRIVE-THRU ENTERANCE'. These are real examples. You'll find more proofreading howlers like these later in this book.

Again, proofreading is an essential part of the publishing process. The larger the font, the more you should check it. The more permanent the publication or installation, the more you should check it. You should check and re-check everything you plan to publish until your eyes ache or until the words start to look incorrect and you have to look them up again just to make sure that you're not going crazy. And if you have time for a re-re-check, so much the better.

Where does it fit?

Other Activities

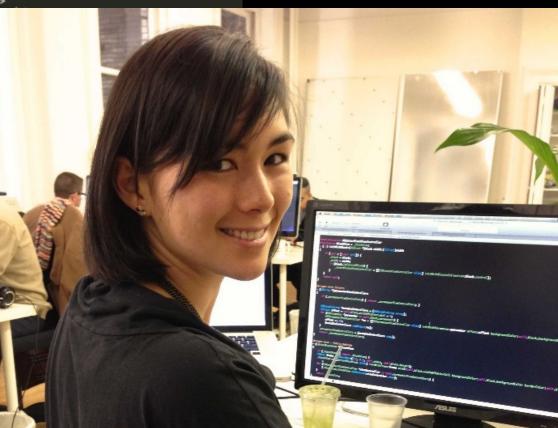
Code Review

Code Review Goals



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if (is_user_user;



Code Review Goals

- •Team building
 - Better shared understanding
 - Team cohesion
 - Peer impression
- Code Quality
 - Find/fix defects early
 - Identify common problems
 - Different perspectives
 - Consistency in code/design
 - More maintainable code
- Personal
 - Learning

Goal is for peace and harmony in the team, not antagonism.

Code Review Practices

What do I need to do?

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For The Developer

- Realize that the goal of code review it to improve the overall code, not to evaluate the quality or worth of the developer
- Remove the fear of making to mistakes an create an atmosphere where admitting and fixing is OK
- You are not your code
- Be humble
 - You will make mistakes, we all do
 - Someone else will always know more, its ok, learn from them
 - People bring different perspectives, that's a good thing
- Fight for what you believe, but gracefully accept defeat

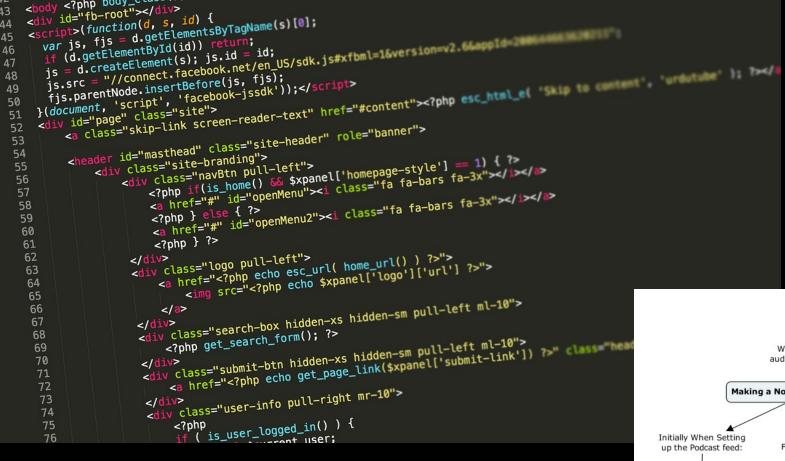
What am I supposed to do?

19

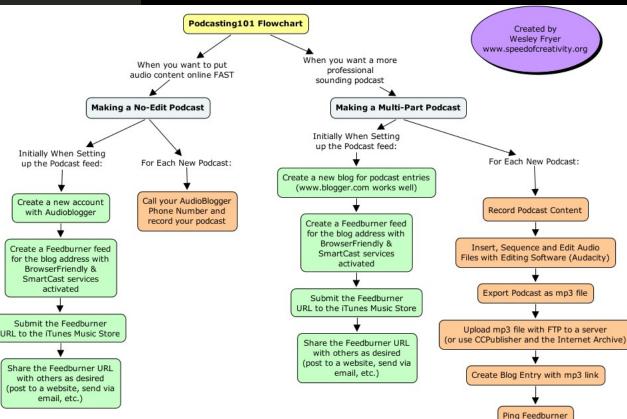
For The Reviewer

- Focus on the code not the author
 - Use "I" statements rather than "you" statements
 - Criticize the author's behavior, not their attributes
 - Talk about the code, not the coder
- Ask questions rather than make statements avoid "why" questions
- Accept that there are different solutions
- Choose carefully which battles to fight
- Remember to praise good code
- Take your time and do it well

Code Review Techniques



Algorithms



(Optional)

Code

What to Examine

- Examine the code
 - Is the code readable to a human?
 - Are variables and method names clear?
 - Is there sufficient documentation for someone to come back 6 months later (or someone new) to understand what the code is doing?
- •Examine the algorithms in detail
 - Are there any hidden assumptions, not specified, that could cause problems?
 - Are there edge cases that may not work?
 - •What happens with bad or missing data?
 - Does the algorithm do what it is supposed to? Use stepwise abstraction

Example - Stepwise Abstraction

• Examine the algorithm embedded in the code

- Start at the bottom, extract low-level functionality
- Group low-level functionality into higher-level
- •At top level, compare with desired plan

As long as "a", "b", "c", and "d" are not in descending order while ((a>b) || (b>c) || (c>d))Assign "b" to "i" i = b;Rearrange "a" and "b" in Assign "a" to "b" b = a;Replace "a" and "b" descending order a = i; Assign "i" to "a" i = c;Rearrange "b" and "c" in Assign "c" to "i" c = b;Assign "b" to "c" Replace "b" and "c" descending order b = i;Assign "i" to "b" Assign "d" to "i" i = d;Rearrange "c" and "d" Assign "c" to "d" Replace "c" and "d" d = c;in descending order Assign "i" to "c" c = i;

if(b>a)

if(c>b)

if(d>c)

}

Requirement: Rearrange "a", "b", "c", and "d" in descending order

Code Review Comment Exercise

"You are writing cryptic code"

"Its hard for me to grasp what is going on in the code"

Use I-Messages

"This is not how I would have solved the problem"

"Why did you use this approach rather than approach X?"

Ask questions where possible

"You are sloppy when it comes to writing tests"

"I believe that you should pay more attention to writing tests"

Criticize the author's behavior, not the author

"You're requesting the serve multiple times, which is inefficient"

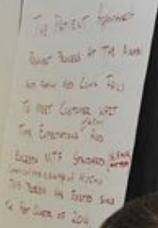
"This code is requesting the service multiple times, which is inefficient"

Talk about the code, not the coder

"I always use fixed timestamps in tests and you should too"

"I would always use fixed timestamps in tests for better reproducibility, but in this simple test, using the current timestamp is also ok"

Accept different solutions



AND AD

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APRIL OF

Issues Identified in code review

Issues Identified during code reviews

- Misunderstood requirements Inefficient code
- Project design violations
- Coding style
- Critical security defects
- Unsafe methods

- Malicious code
- Inadequate input validation
- Lack of exception handling







Code Review Best Practice

- Practice lightweight code reviews.
- Review fewer than 400 lines of code at a time.
- Inspection rate should be under 500 LOC per hour.
- Do not review for more than 60 minutes at a time.
- Set goals and capture metrics.

- Authors should annotate source code before review.
- Use checklists.
- Establish a process for fixing defects found.
- Foster a positive code review culture.
- Embrace the subconscious implications of peer review.

Research Code Review?

Research Code Review

- Cultural difference between scientific community and software engineering community
- Correct results are unknown in many cases
- Testing is extensively complex in scientific software
- Common testing approaches may not fit
- May be better to review the scientific algorithm than to extensively test code
- Lack of proper testing knowledge
- Test to check the science, not the software
- Tend to test when development is about to finish

Our Results



Findings

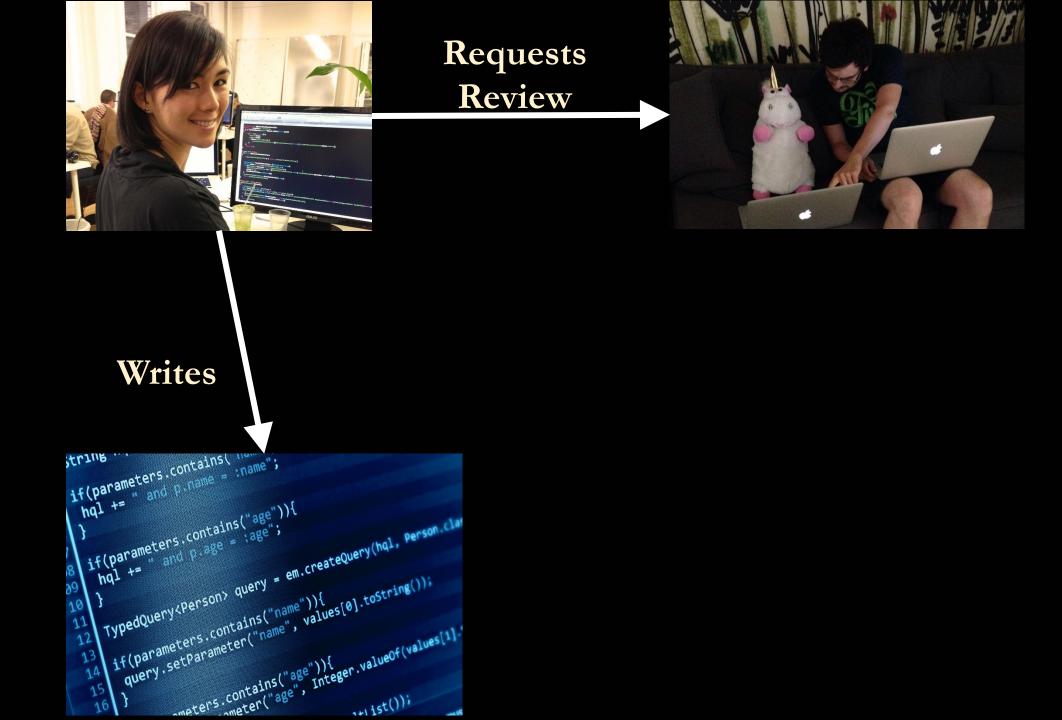
- Identified a lot of problems beyond style, structure, and bugs. 70 types of problems found during code review
- Helps produce consistent style and readable code
- Underlying science is more important than code quality
- People had positive experiences including:
 - Learning from others
 - Understanding the whole project
 - Different points of view
 - Better overall solutions
- People have negative experiences
 - Most related to negative comments
 - Slows the process down
 - Hard to find good reviewers
 - Different levels of expertise in team
 - Many just don't like to do it or have their code reviewed

Typical Code Review Workflow



Writes









Reviews

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Reviews

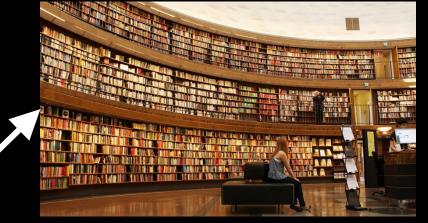
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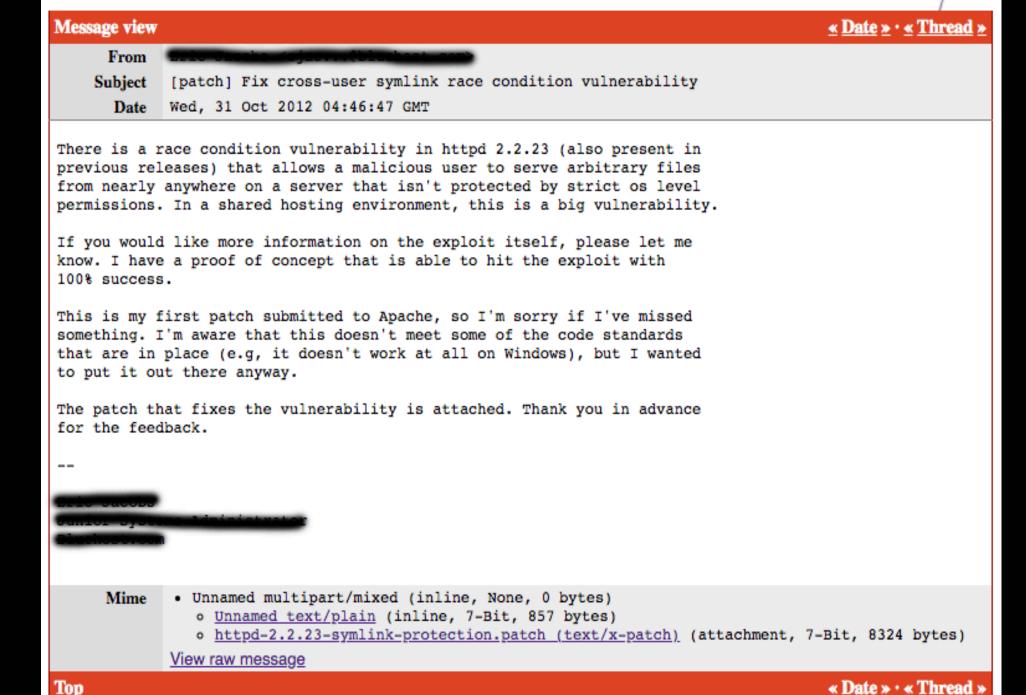
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	375B			SEC		ranna r.	
		ADE737		LDA	ADOSLD+1	+ CALCULATE	
		EDE337		SBC	BGNDOS		
		8DE037		STA	NDPGS	IND DOS PAGES	more
	3765	8DE237		ATA	BSDSEC		- mone
3581			. /				
	3768		1	LDA	*0		
		BDEC37	1	STA	IBTRK	TRACK=0	
		8DED37 8DF037	1	STA	IBSECT	# SECTOR=0	
3585		BDF037		STA	IBBUFP		
		ADE737		LDA	ADOSLD+1	GET BOOT START ADR	
		8DF137	-	STA	IBBUFP+1	TO BUFP	
		8DFE36		STA	GRSPG	TO GARBAGE RECORD	0
3590		and the	1		autor a	TO ONCOMOL NECOND	e
		A90A		LDA	#10	IND OF BOOT PAGES	
3592	377E	8DE137		STA	BRWCNT	TO BODT I/D COUNTER	
3593	3781	0A) 4945	2	ASLA		; AND	
3594	3782	DA A945			- L39 #48	, TO	
3343	3/03	UM		ASLA	DOP	GARBAGE RECORD	
		8DFF36		STA	GRPGC		
3597	3787	+000	1	1.000	*****		
		A902 80F437		LDA	#IBCWTS	I SET WRITE	
3600		801437		SIM	IBCMD		
		209F37		JER	BOOTIO	. GO WRITE BOOT SECTORS	
3602				ordin	BOULLE	, oo write poor scorers	
		ADE337		LDA	BONDOS	SET START OF DOS	
		8DF137		STA	IBBUFP+1	roet office and	
3605			1				
		ADE037		LDA	NDPGS		
		BDE137		STA	BRUCNT		
	379B	209F37		JSR	BOOTIO	IGO WRITE DOS	
3609							
	379E	60		RTS		+ DONE	
3611							







Mailing List Code Review



Top

Pull Requests

Fix a small bug in a project in GitHub Pull Requests

#git clone https://github.com/project/code ; cd code

```
#vi some.c
#git commit -a -m 'Fix the frobinator'
```

#go to web UI #click fork

#git remote add me https://github.com/\$USER/code
#git push me master

#go to web UI #create pull request

Contemporary Code Reviews



Code Review Tools

Code Review Tools



Gerrit: https://code.google.com/p/gerrit/



Review Board: https://www.reviewboard.org/



Phabricator: https://phabricator.org/



Crucible: https://www.atlassian.com/software/crucible References for further reading

- Code Complete, by Steve McConnel
- <u>https://www.codeproject.com/articles/524235/codeplus</u> <u>reviewplusguidelines</u>
- <u>https://blog.philipphauer.de/code-review-guidelines</u>
- <u>https://github.com/joho/awesome-code-review</u>
- https://www.planetgeek.ch/wpcontent/uploads/2013/06/Clean-Code-V2.1.pdf



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Jeffrey Carver

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aSE4Science



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